

IN THE CLAIMS:

Please cancel Claims 12 to 15 and 18 to 21 without prejudice or disclaimer of subject matter, and add new Claims 29 to 61 as shown below. The claims, as pending in the subject application, now read as follows:

1. to 8. (Canceled)

9. (Original) A gaming machine printer, comprising

a stationary module;

a mobile module slidably coupled to the stationary module; and

a coiled electrical cable for coupling electrical signals between the mobile module and the stationary module.

10. (Original) The gaming machine printer of Claim 9, the mobile module further comprising a sub-module movably coupled to the mobile module, whereby the sub-module may be opened to service the mobile module.

11. (Currently amended) A gaming machine printer for generating and using a voucher, comprising:

a processor;

a thermal print mechanism coupled to the processor;

an optical scanner coupled to the processor;

a memory coupled to the processor, the memory having program

instructions executable by the processor stored therein, the program instructions comprising:

generating a test ~~[[an]]~~ image on the voucher using the thermal print mechanism; ~~[[and]]~~

generating scanned voucher signals by scanning the voucher using the optical scanning device; and

adjusting power supplied to the thermal print mechanism when the scanned voucher signals indicate that the test image is not properly generated.

12. to 15. (Canceled)

16. (Previously presented) The gaming machine printer of Claim 11, wherein the thermal print mechanism further comprises individual thermal elements, the program instructions further comprising:

generating an electrical stimulus transmitted to an individual thermal element;

receiving a feedback signal from the individual thermal element in response to the electrical stimulus; and

generating an entry in a memory store when the feedback signal indicates that the individual thermal element is out of tolerance.

17. (Currently amended) A method of operating a gaming machine printer for generating and using a voucher, the gaming machine printer comprising a thermal print mechanism and an optical scanner, the method comprising:

generating a test ~~[[an]]~~ image on the voucher using the thermal print mechanism; ~~[[and]]~~

generating scanned voucher signals by scanning the voucher using the optical scanning device; and

adjusting power supplied to the thermal print mechanism when the scanned voucher signals indicate that the test image is not properly generated.

18. to 21. (Canceled)

22. (Previously presented) The method of operating a gaming machine printer of Claim 17, wherein the thermal print mechanism further comprises individual thermal elements, the method further comprising:

generating an electrical stimulus transmitted to an individual thermal element;

receiving a feedback signal from the individual thermal element in response to the electrical stimulus; and

generating an entry in a memory store when the feedback signal indicates that the individual thermal element is out of tolerance.

23. (Currently amended) A gaming machine printer, comprising:
a processor;
a first communication port coupled to the processor;
a second communication port coupled to the processor;
a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

determining when a first device is coupled to the first communication port;

notifying a cashless enabled game ~~second device~~ coupled to the second communication port when the first device is coupled to the first communication port; and

establishing a communication session with the first device.

24. (Currently amended) A method of operating a gaming machine printer having a plurality of communication ports, ~~first communication port and a second communication port~~, the method comprising:

determining by the gaming machine printer when a first device is coupled to a ~~the~~ first communication port;

notifying by the gaming machine printer a cashless enabled game ~~second device~~ coupled to a ~~the~~ second communication port when the first device is coupled to the first communication port; and

establishing by the gaming machine printer a communication session with the first device.

25. (Previously presented) A gaming machine printer, comprising:
a processor;
a plurality of communication ports coupled to the processor;
a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

for each of the plurality of communication ports, determining if a device is coupled to the communication port; and
establishing a communication port as a native port when a device is detected on the communication port.

26. (Previously presented) A method of operating a gaming machine printer having a plurality of communication ports, the method comprising:

for each of the plurality of communication ports, determining by the gaming machine printer if a device is coupled to the communication port; and
establishing by the gaming machine printer a communication port as a native port when a device is detected on the communication port.

27. (Currently amended) A gaming machine printer, comprising:
a processor;
a communication port;
a nonvolatile memory store coupled to the processor;
a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

storing a status of the gaming machine printer in the nonvolatile memory; and

~~determining a communication link status to a game via the communication port; and~~

transmitting the status of the gaming machine printer to a gaming machine via the communication port ~~locking the status in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted.~~

28. (Previously presented) A method of operating a gaming machine printer, comprising:

storing by the gaming machine printer a status of the gaming machine printer in a nonvolatile memory;

determining by the gaming machine printer the status of a communication link to a game housing the gaming machine printer via a communication port; and

locking the status in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted.

29. (New) The gaming machine printer of claim 9, the coiled electrical cable further comprising power and communication signals used for the operation of the mobile module included in the gaming machine printer.

30. (New) The gaming machine printer of claim 9, wherein the coiled electrical cable couples the gaming machine printer to a cashless gaming machine by a separable connector to the mobile module.

31. (New) The gaming machine printer of claim 9, wherein the mobile module is removable from a gaming machine leaving no active components within the gaming machine.

32. (New) The gaming machine printer of claim 11, wherein the program instructions for adjusting the power supplied to the thermal print mechanism further comprise increasing the power when the scanned voucher signals indicate that the test image is too light and decreasing the power when scanned voucher signals indicate that the test image is too dark.

33. (New) The gaming machine printer of Claim 32, wherein the thermal print mechanism further comprises individual thermal elements, the program instructions further comprising adjusting the power supplied to the thermal print mechanism for each individual thermal element.

34. (New) The method of claim 24, further comprising initiating the determination when the gaming machine printer is first connected to the cashless enabled game.

35. (New) The method of claim 34, further comprising:

- determining if the cashless enabled game is using a communication port by checking for communication signals present on the communication port;
- establishing a communication session through the communication port to the cashless enabled game; and
- setting up the communications port driver for communications in the native language of the cashless enabled game.

36. (New) The method of claim 24, further comprising initiating the determination when the gaming machine printer is powered up.

37. (New) The gaming machine printer of Claim 27, the instructions further comprising:

determining a communication link status to the gaming machine via the communication port; and

locking the status in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted.

38. (New) The gaming machine printer of claim 37, the instructions further comprising:

on indication that the communication link is interrupted, performing the following:

storing status and other data related to the current operational state of the printer into the non-volatile memory; and

signaling the gaming machine that the gaming machine printer experienced an interruption in communications once communications have been re-established with the gaming machine.

39. (New) The gaming machine printer of Claim 27, the instructions further comprising updating the non-volatile memory with information as to the printer's operational status.

40. (New) The gaming machine printer of Claim 39, wherein the non-volatile memory is updated on a power failure.

41. (New) The gaming machine printer of Claim 39, wherein the non-volatile memory is updated periodically.

42. (New) The gaming machine printer of Claim 39, the instructions further comprising reporting the printer's operational status in response to a power failure.

43. (New) The gaming machine printer or claim 39, the instructions further comprising:

storing the printer's operational status in the non-volatile memory before a power failure; and

using the stored printer's operational status to reconstitute a partially completed operation interrupted by the power failure.

44. (New) A voucher path management system for a gaming machine printer, the voucher path management system comprising a serpentine voucher path accessible by means of a hinged pivoting openable sub-module,

wherein the serpentine voucher path is defined by a plurality of rollers and a voucher guide, and

wherein a voucher held in the serpentine voucher path is fully accessible when the sub-module is opened.

45. (New) The voucher path management system of Claim 44, further comprising a sensor coupled to a processor within the gaming machine printer, the sensor detecting whether the sub-module is opened or closed.

46. (New) The voucher path management system of claim 44, further comprising a bursting bar between the print mechanism and the voucher path management system,

wherein the serpentine voucher path further comprises a pinch roller operating in synchronization with the operation of a printer mechanism, with the pinch roller placed after the printer mechanism in the serpentine voucher path, and

wherein a printed voucher is tensioned by the pinch roller against the burster bar at a perforation thereby separating the printed voucher from a blank voucher held in the printer mechanism.

47. (New) The voucher path management system of claim 44, the paper transport device further comprising an optical scanning device coupled to the processor.

48. (New) The voucher path management system of claim 44, the paper transport device further comprising one or more paper detection sensors coupled to the processor allowing the gaming machine printer to detect the presence of paper within its path.

49. (New) The voucher path management system of claim 44, wherein the paper feed path is further defined by one or more rollers in a bottom portion of the paper transport device and one or more rollers in the sub-module.

50. (New) The voucher path management system of claim 44, the paper transport device further comprising a paper present sensor located at an end of the paper feed path and coupled to the processor, the paper present sensor detecting when a paper voucher has been taken from the paper transport device after printing.

51. (New) The voucher path management system of claim 44, wherein the gaming printer reports the paper voucher being taken, if detected, to a gaming machine connected to a communication port.

52. (New) A gaming machine printer, comprising:

- a processor;
- a plurality of communication ports;
- a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the instructions comprising, for each of the plurality of communication ports, conducting communication exchanges with a connected gaming machine or other host.

53. (New) The gaming machine printer of claim 52, wherein the program instructions further comprise using any of the plurality of communication ports as a communication port for downloading printer program instructions.

54. (New) The gaming machine printer of claim 52, wherein the program instructions further comprise using any of the communication ports as a communication port for downloading information into a memory of the gaming machine printer, the information utilized in the configuration of printed output from the gaming machine printer.

55. (New) The gaming machine printer of claim 52, the plurality of communication ports using a protocol selected from the group including a serial protocol, a parallel protocol, a Universal Serial Bus protocol and an Ethernet protocol.

56. (New) The gaming machine printer of claim 52, the program instructions further comprising using any of the plurality of communication ports as a port for uploading gaming machine printer configuration information to a host.

57. (New) The gaming machine printer of claim 56, wherein the plurality of communication ports include a primary port connectable to a gaming machine and a second primary port connectable with a host, and

wherein the instructions further comprise:

disconnecting the primary port connected to the cashless enabled game while the host is connected at the second primary port; and
receiving program instructions and data from the host connected to the second primary port.

58. (New) The gaming machine printer of claim 57, the instructions further comprising detecting when the host has been connected to the gaming machine printer.

59. (New) The gaming machine printer of claim 52, the program instructions further comprising using any of the communication ports as a port for uploading to a host statistical data related to operation and output of the gaming machine printer.

60. (New) The gaming machine printer of claim 52, the program instructions further comprising identifying a communication port to use as a primary port to communicate with a cashless enabled game.

61. (New) The gaming machine printer of claim 52, the program instructions further comprising detecting when a host has been coupled to the gaming machine printer.